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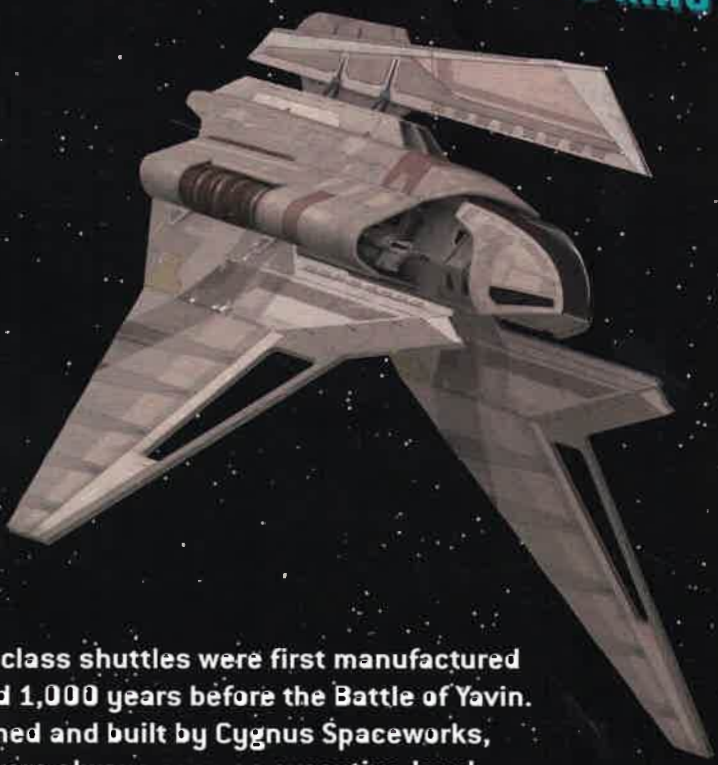
STAR WAR

"TELL CAPTAIN KAGI TO PREPARE MY SHUTTLE FOR IMMEDIATE TAKEOFF."

EMPEROR PALPATINE TO MAS AMEDDA



Theta-class shuttles were first manufactured around 1,000 years before the Battle of Yavin. Designed and built by Cygnus Spaceworks, they were always seen as executive-level shuttles. Supreme Chancellor Palpatine was given a T-2c for his personal transport during the Clone Wars, and he continued to use it for a while after declaring himself Emperor.

THETA-CLASS T-2C SHUTTLE

BEGINNING OF THE END

With the *Theta*-class, Cygnus Spaceworks had long been identified as the pre-eminent designers and manufacturers of executive-level shuttle craft. However, the T-2c would be the last of the line, thanks to some industrial seduction from Sienar Fleet Systems.

Shortly after the T-2c reached the marketplace, Sienar Fleet Systems offered the design team behind the latest *Theta*-class, and coincidentally the *Nu*-class attack shuttle, a vast sum of credits to come and join them. With their principal design team gone, Cygnus Spaceworks made an incredibly smart move. Instead of going to litigation or simply sulking, they signed a deal with their former rivals to bring their manufacturing expertise to the new line of *Lambda*-class shuttles – the spiritual successors to the *Theta*-class.

Style and Substance

The basic factory model *Theta* T-2c was designed to allow rich individuals, valued company officials, dignitaries and so forth to travel quickly, safely and comfortably. The crew could be anything from one to five individuals strong. The shuttle had powerful sublight engines, and could operate as easily in a planet's atmosphere as out in space.

Though it had hyperspace capability thanks to its class 1.0 hyperdrive engines, the shuttle was envisioned as ferrying passengers to and from larger orbiting starships, or between planets within the same system. The hyperdrive was more of an escape option. Already well armoured, the shuttle was also very well shielded, as the long, sweeping lower wings were also shield projectors. Those two wings were folded up for landing in a configuration that the later *Lambda*-class shuttle would use.

Big Guns

The *Theta* T-2c was well armed, mounting two forward-facing quad laser cannons and a rear-firing laser cannon to dissuade anyone following close behind. Both could be fired manually or be tasked to the onboard computers. Those same computers had a role to play when the shuttle landed. They scanned the surrounding area for threats and, if necessary, could be quickly given the order to cover an escape back to the vessel.

Sad End, But Useful

Many *Theta*-class T-2c shuttles were bought by members of the Galactic Senate. Some were genuinely nervous in the troubled, dangerous years before the fall of the Republic. Others were content to follow the latest, luxurious fashion. When the Emperor did away with the Senate, many of the *Theta* T-2c's ended up on the open market. The Empire used them as support craft, while traders converted them from luxury to practical purposes – converting them into small freighters. A number were used by the Rebel Alliance as strike craft, landing troops under cover of the shuttles' impressive weaponry.

THE EMPEROR'S SHUTTLE

SITH SUBTERFUGE

Nine hundred years before Palpatine began the Galactic Empire, Sith Lord Darth Bane owned a *Theta*-class T-1 shuttle called *Triumph*. His apprentice, Darth Zannah, flew a T-1 called *Victory*, using it to travel to her final duel in which she defeated her master.

It was not merely Sith tradition that influenced Darth Sidious' choice of shuttle. The *Theta*-class T-1s had been the most expensive, luxurious and well-appointed executive shuttles of their day. They required only one pilot, and were designed to convey one passenger in considerable comfort. The advanced navi-comp and hyperdrive made journeys as smooth as possible, while the private communications channels kept the passenger's business entirely private – useful for the 'persecuted' Sith.

Moving On

The *Theta*-class T-2c shuttle was a far larger, far more complex affair than the T-1 Darth Bane flew. The full crew complement was five, and the passenger count was up to 16. The T-2c was faster and, considering its size, significantly more manoeuvrable. It packed a considerable punch too. Had the vessel not been designed for the executive market, particularly for increasingly paranoid Senators, the Galactic Senate might well have blocked the installation of such powerful weapons aboard a civilian craft. Coupled with the advanced targeting systems and

"I sense Lord Vader is in danger."

Emperor Palpatine

computer control, the T-2c shuttle verged on being a heavy starfighter. The shielding helped. Routing the shield projectors through the long lower wings allowed them to dissipate weapons fire quickly. When the wings folded around the body of the ship, the shielding was further focused around the body of the shuttle, giving a cocoon effect that was particularly useful during take-offs and landings – the most vulnerable time for any craft.

Palpatine's Wizards

Palpatine took an already advanced shuttle and handed it over to an engineering and design group, Warthan's Wizards, that would later become an important part of the Imperial military's new technology development system. Warthan would later specialise in communications development, and for Palpatine's shuttle they installed a hyperwave reflector that extended the T-2c's comms range to encompass virtually the entire galaxy. They then put in a complete sensor masking system that rendered the inside of the main body of the shuttle utterly sacrosanct – all but the most powerful scanners could read nothing Palpatine didn't want them to see. This veil of secrecy allowed Darth Sidious to carry aboard the shuttle a large number of Sith artefacts and related technology that he put to dark and terrible use against those opponents of his unfortunate enough to be invited to travel in the Supreme Chancellor's shuttle. For Anakin Skywalker, the Sith equipment his master brought on board the T-2c shuttle to Mustafar was a literal life-saver. Sidious was able to use the dark side of the Force to sustain Anakin on the journey to the medical centre on Coruscant.

THE SHADOW GUARD

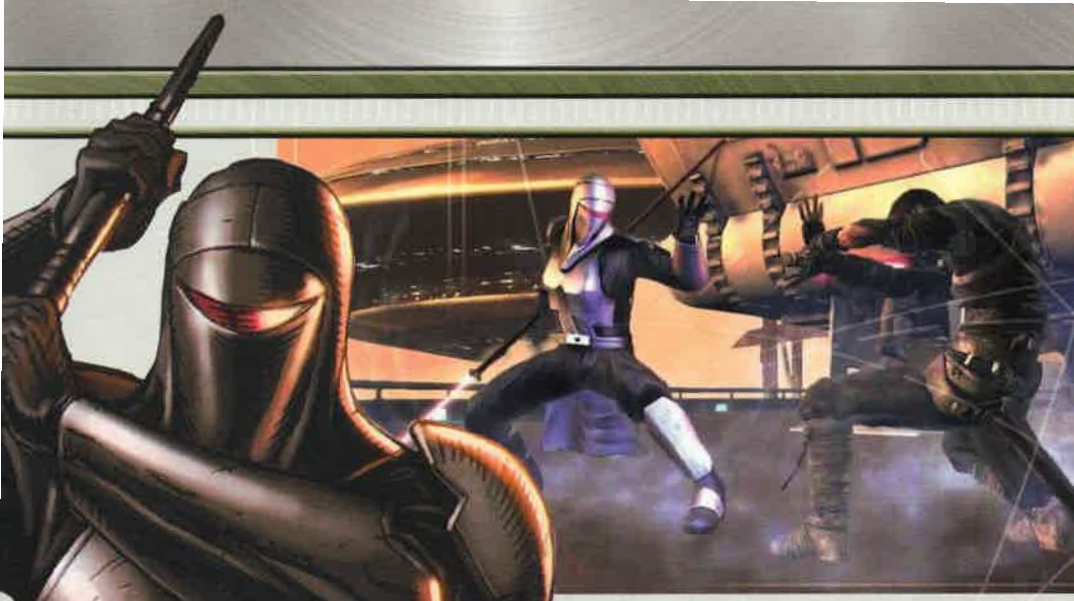
DARK MYSTERY MEN

During the Clone Wars, Darth Sidious attempted to discover Force-sensitive children. His aim was to create Force-wielding agents utterly loyal to him. The Jedi were destroyed before they could work this out, and never knew that the Sith Lord had been entirely successful.

While still in the guise of Supreme Chancellor Palpatine, Sith Lord Darth Sidious discreetly manipulated events to discredit the Republic's Senate Guard. He was successful, leading to there being no questions asked on the creation of the elite Red Guard. Once he declared himself Emperor, the Red Guard became the Imperial Royal Guard. An elite order of the very finest and most passionately loyal Imperial troops, the Emperor's Royal Guard were one of the most feared units of Imperial troops. The Royal Guards were enigmatic and unspeaking, and how many existed was never known. The Royal Guard, however, was positively well known compared to the fearfully-whispered rumour that were the Emperor's Shadow Guard.

Palpatine's Agents

Around two years into the Clone Wars, Darth Sidious hired bounty hunter Cad Bane to steal a Jedi holocron and a data crystal so that Sidious could discover the location of Force-sensitive children the Jedi had found and marked for later collection and training once old enough. In that particular instance, Bane and Sidious were foiled, but Sidious' basic aims remained. He sought to create a network of Force-wielding agents loyal only to him. None would be trained sufficiently to be a threat to Darth Bane's



"I foresee an army of Force-talented spies in my service."

Darth Sidious

PROFILE

Emperor's Shadow Guard

Homeworld
Unknown

Gender
Unknown

Height
1.83m

Weapons
Lightsaber pike, heavy blaster pistol

Affiliation
Emperor Palpatine

insistence that there only be two Sith, nor would they be a threat to Darth Sidious or his apprentice, Darth Vader. The most powerful of these agents were 'only' Sith adepts but would appear almost as dark Jedi – the likes of Asajj Ventress, Mara Jade, or Inquisitor Valin Draco (in fact, a fallen Jedi). The lesser agents were reduced to still-deadly faceless minions. Amongst their ranks were the Shadow Guard.

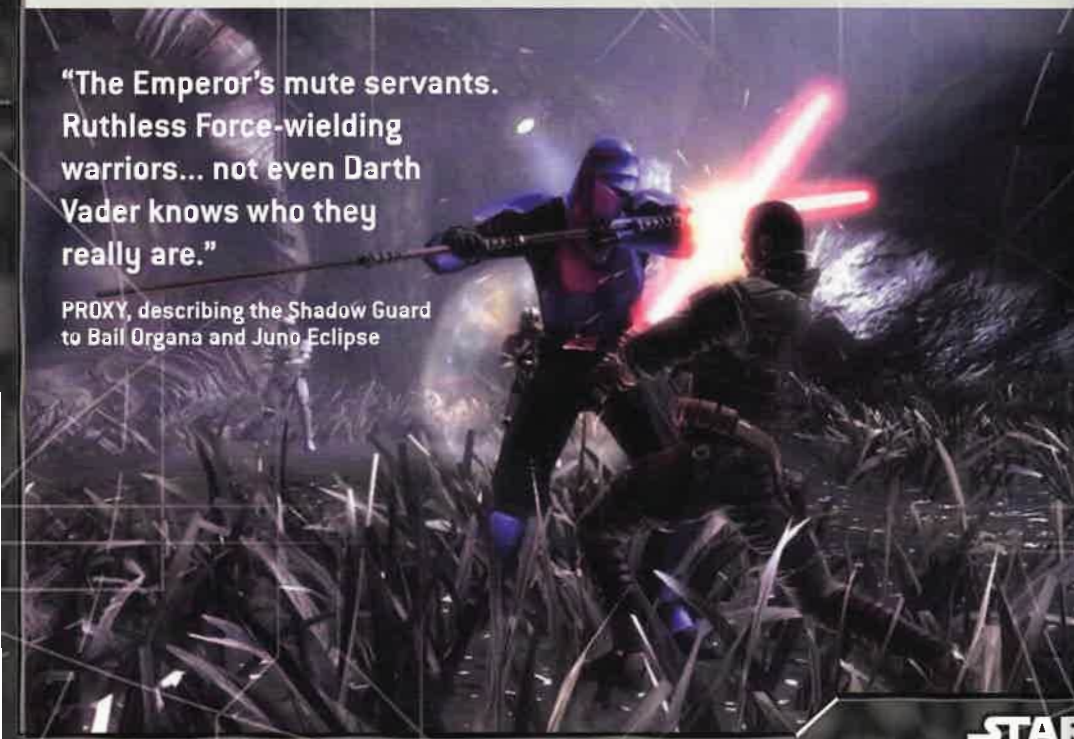
Dark Secrets

During the Great Jedi Purge, the Empire's military was swiftly organised by powerful individuals who had been waiting in the wings for just that moment. Suddenly brought in by Palpatine at the abrupt birth of the Empire, they moved quickly to execute detailed plans long in the making. The senior military leaders of the Empire thought they knew everything that was going on. They were soon to realise that

only one being could justifiably claim that – Emperor Palpatine himself. He was the master of secrets and intrigue, keeping his minions in the dark, playing them one against the other to prevent any of them from gaining too much power. So it was that very few Imperials knew even of the existence of the Shadow Guard and the other dark side adepts who answered to Palpatine alone.

Agents of Death

Though their black armour was modelled on that of the combat armour of the Royal Guard, there the resemblance ended. Loosely a sub-division of the Royal Guard, Shadow Guards almost always worked solo. Rarely, they worked in pairs. Only in the close proximity of the Emperor himself were three or more ever seen. It is not know if, like the Royal Guard, they were cycled through the stormtrooper ranks for combat tours. It is unlikely, considering their Force abilities. On missions for their master, Shadow Guards had the authority to press into their service any and all military units. Recruited units and their commanders were expected to obey without question – the consequences of any resistance were hideous. Any Shadow Guard mission was likely to be bloody, as they were most often sent to eliminate fugitive Jedi and other Force users. For particularly challenging targets, Shadow Guards were seen to command groups of Shadow



"The Emperor's mute servants. Ruthless Force-wielding warriors... not even Darth Vader knows who they really are."

PROXY, describing the Shadow Guard to Bail Organa and Juno Eclipse

Stormtroopers – elite stormtroopers wearing experimental black cloaking armour.

Against Starkiller

The greatest mission undertaken by the Shadow Guard was the hunting of Darth Vader's secret apprentice, Starkiller, two years before the Battle of Yavin. Their first assault came when Starkiller went to Nar Shaddaa to try to track down former Jedi Master Rahm Kota. On the Smuggler's Moon, Starkiller defeated commandos and Shadow Stormtroopers before destroying the Shadow Guard. The Shadow Guard that Starkiller encountered on Bespin's Cloud City met a more dramatic demise – Starkiller broke open a container of carbonite gas that froze the guard in place, killing it. Thereafter, Vader's rebellious apprentice destroyed Shadow Guards on Kashyyyk and in the Emperor's tower on the Death Star, then still under construction.

No More?

Starkiller died on the Death Star, destroyed by Palpatine. After this, the Shadow Guard seemed to vanish. Certainly, they were not immediately used to deal with Starkiller's clone. The fate of the Shadow Guard remains as mysterious as their origin.

Dark Side Power

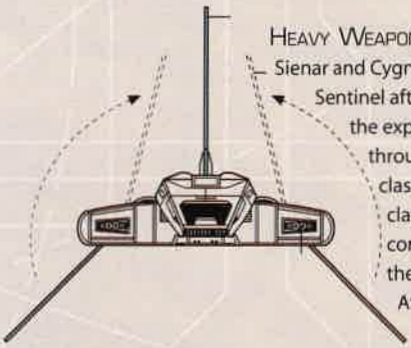
During their operational history, the Shadow Guard wielded incredible power, despite being classed by their master as mere adepts. They carried lightsaber pikes; force pikes topped with red lightsaber blades. They were also adept at the use of Force lightning, telekinetic throttling, the Force push, and a number of other deadly tricks. However, they proved no match for Starkiller – he was Darth Vader's apprentice.

THE *SENTINEL*-CLASS LANDING CRAFT

BRINGING IT DOWN

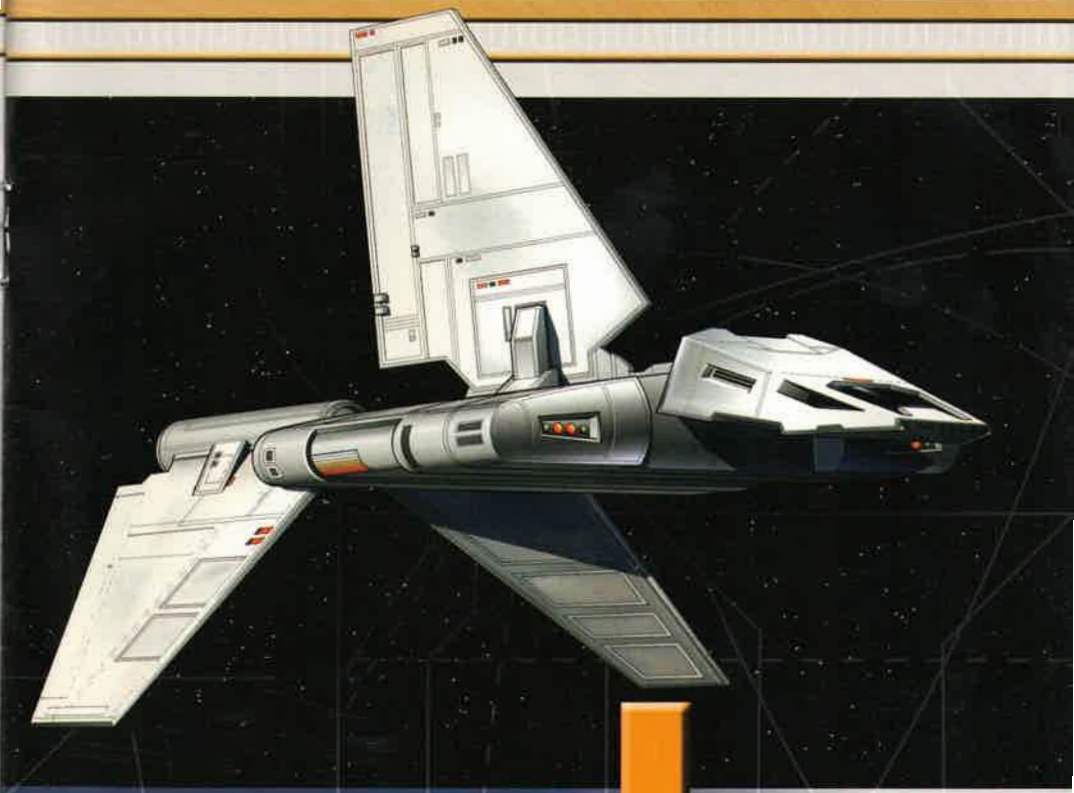
One of the early commissions the Empire gave to the combined might of Sienar Fleet Systems and Cygnus Spaceworks, the *Sentinel*-class landing craft was rolled out across the Imperial fleet a short time before the Battle of Yavin. It filled a critical role in the Imperial battle plan.

During the Clone Wars, the Republic capital ships were regularly used to land troops and vehicles on planets and moons. This left them vulnerable, and removed their considerable firepower from any attempts to maintain orbital superiority. While Imperial Star Destroyers could enter a planet's atmosphere where absolutely necessary, the Empire's strategists preferred not to do so. What was needed was an armoured landing craft that could both take and deal out massive amounts of damage, while taking troops and equipment to and from Star Destroyers in almost any conditions. Enter the *Sentinel*-class shuttle/landing craft.



Heavy Weapons, Heavy Loads

Sienar and Cygnus designed the Sentinel after taking into account the experiences gained through creating the *Theta*-class T-2 and the *Lambda*-class shuttles – as well as combat data gleaned from the Clone Wars LAAT craft. At just under 40m long, the Sentinel was alarmingly fast and tooth-looseningly agile, thanks to the Cygnus HD7 sublight engine. It even had a Class 1.0 hyperdrive for long-range missions. Its sensor and communications packages made it able to act as a mobile command station if required, and it could fly itself home if the pilots were injured. Hugely well-armoured, it sported four deflector shield projectors. The Sentinel was frighteningly well-armed too. In an instant, eight laser cannons, two blaster cannon turrets and an ion cannon turret could pop out firing. Two concussion missile launchers were there for heavier targets. All of this was to protect the cargo – a maximum of 180 tonnes. Normally, the *Sentinel*-class landing craft carried 54 stormtroopers, 12 E-web heavy repeating blasters, and six speeder bikes. With its modular cargo bay quickly altered, 12 AT-STs could be carried. The arrival of a Sentinel was always trouble for the enemies of the Empire.



Sentinel-class Landing Craft PROFILE

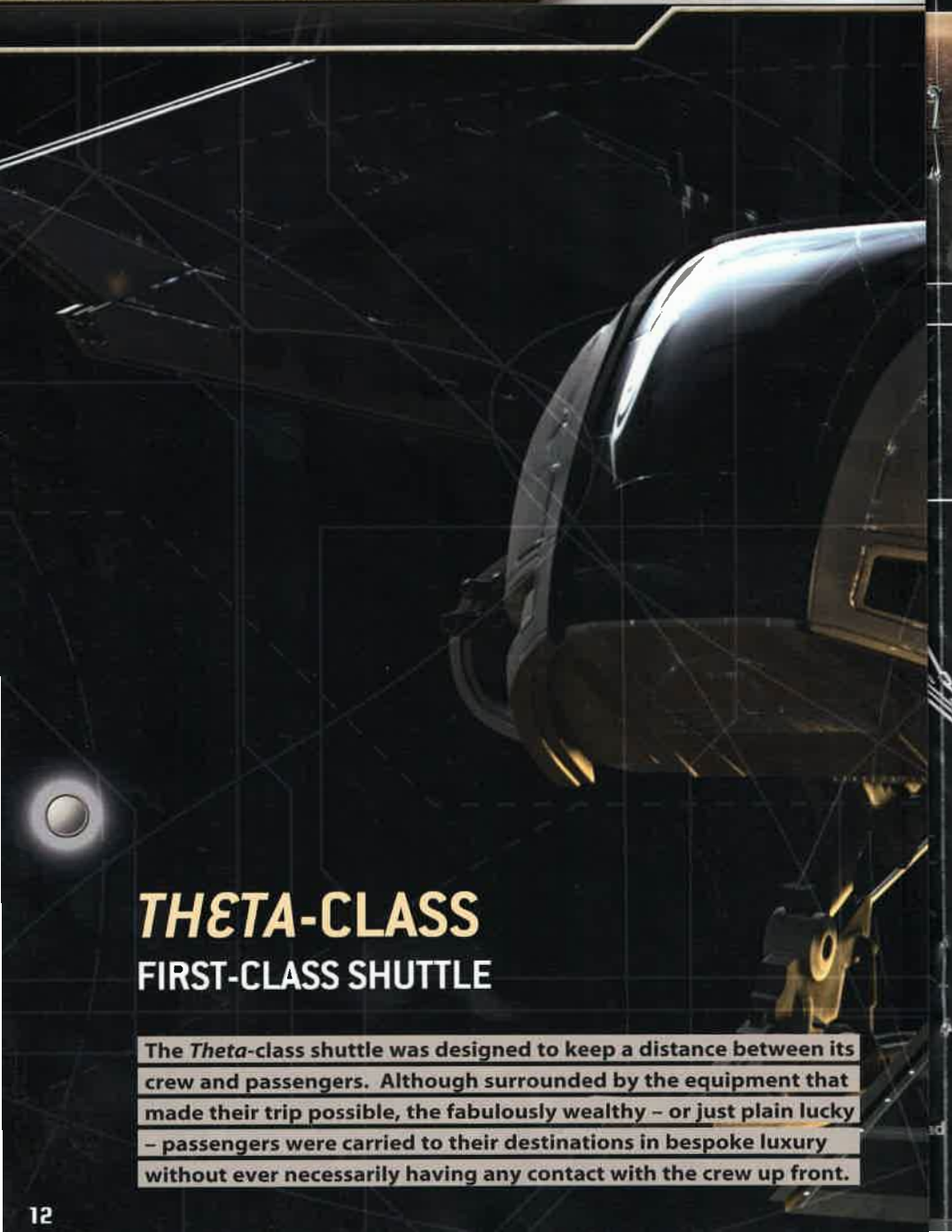
Type
Combat landing craft

Manufacturer
Sienar Fleet Systems & Cygnus Spaceworks

Length
38 metres

Weapons
8x retractable laser cannons, 1x retractable ion cannon turret, 2x retractable repeating blaster cannon turrets, 2x concussion missile launchers (4 missiles each)

Crew
1x pilot, 1x co-pilot, 3x gunners



THETA-CLASS
FIRST-CLASS SHUTTLE

The *Theta*-class shuttle was designed to keep a distance between its crew and passengers. Although surrounded by the equipment that made their trip possible, the fabulously wealthy – or just plain lucky – passengers were carried to their destinations in bespoke luxury without ever necessarily having any contact with the crew up front.

THETA-CLASS T-2C SHUTTLE

Type
Executive level personal shuttle

Manufacturer
Cygnus Spaceworks

Size
18.5 metres long, 29.3 metres wide, 18.5 metres high

Maximum Speed
2000km/h (in atmosphere)

Hyperdrive
Class 1.0 (Class 15 backup)

Shields
3x shield generator (1 to each wing)

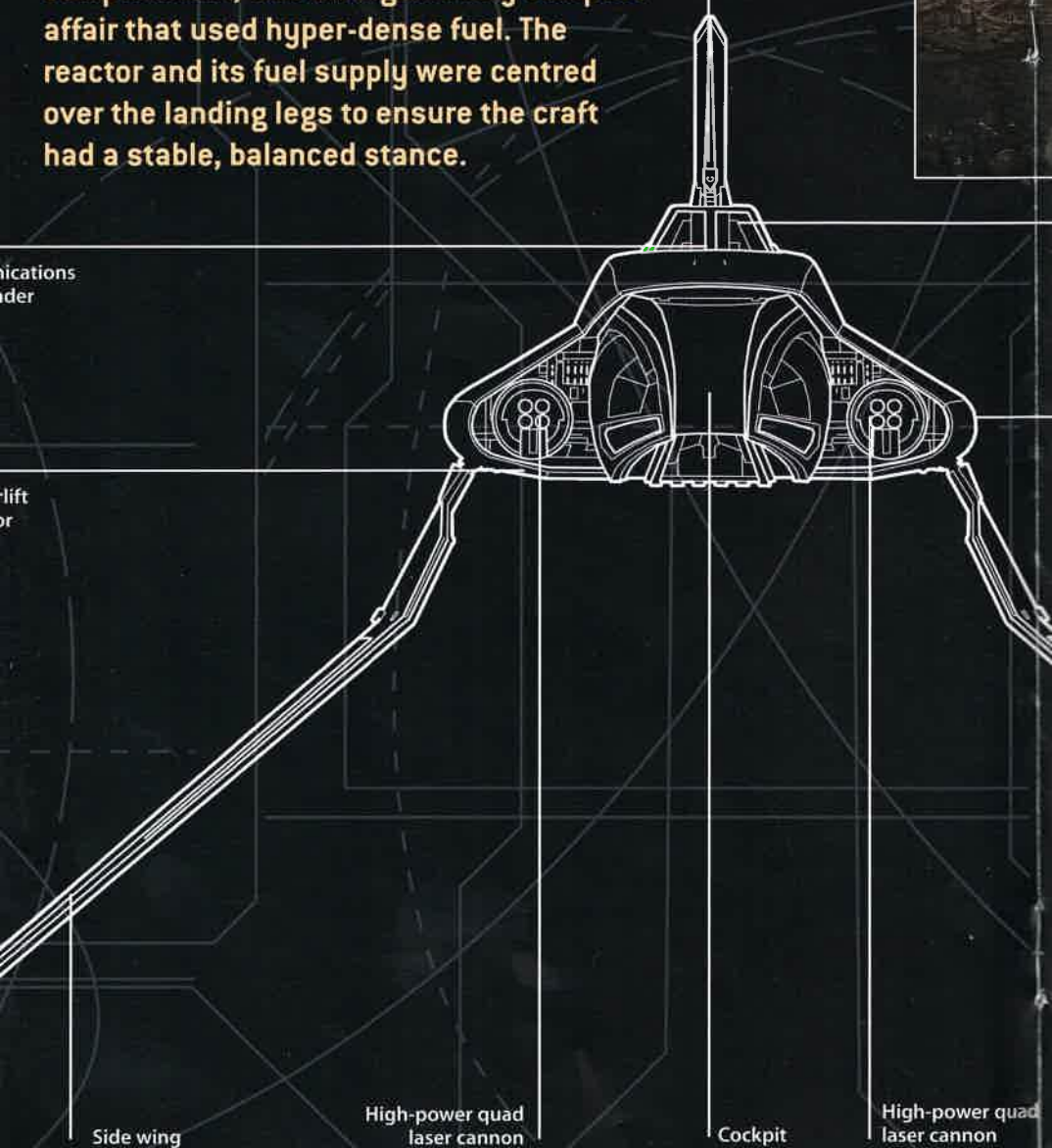
Weapons
1x rear-mounted laser cannon,
2x forward-facing quad laser cannon

Crew
1 to 5

Commun
transpon

Repulsor
generato

The main reactor of the T-2c, set below the upper wing and above the passenger compartment, was an ingeniously compact affair that used hyper-dense fuel. The reactor and its fuel supply were centred over the landing legs to ensure the craft had a stable, balanced stance.



Static discharge devices

Landing light

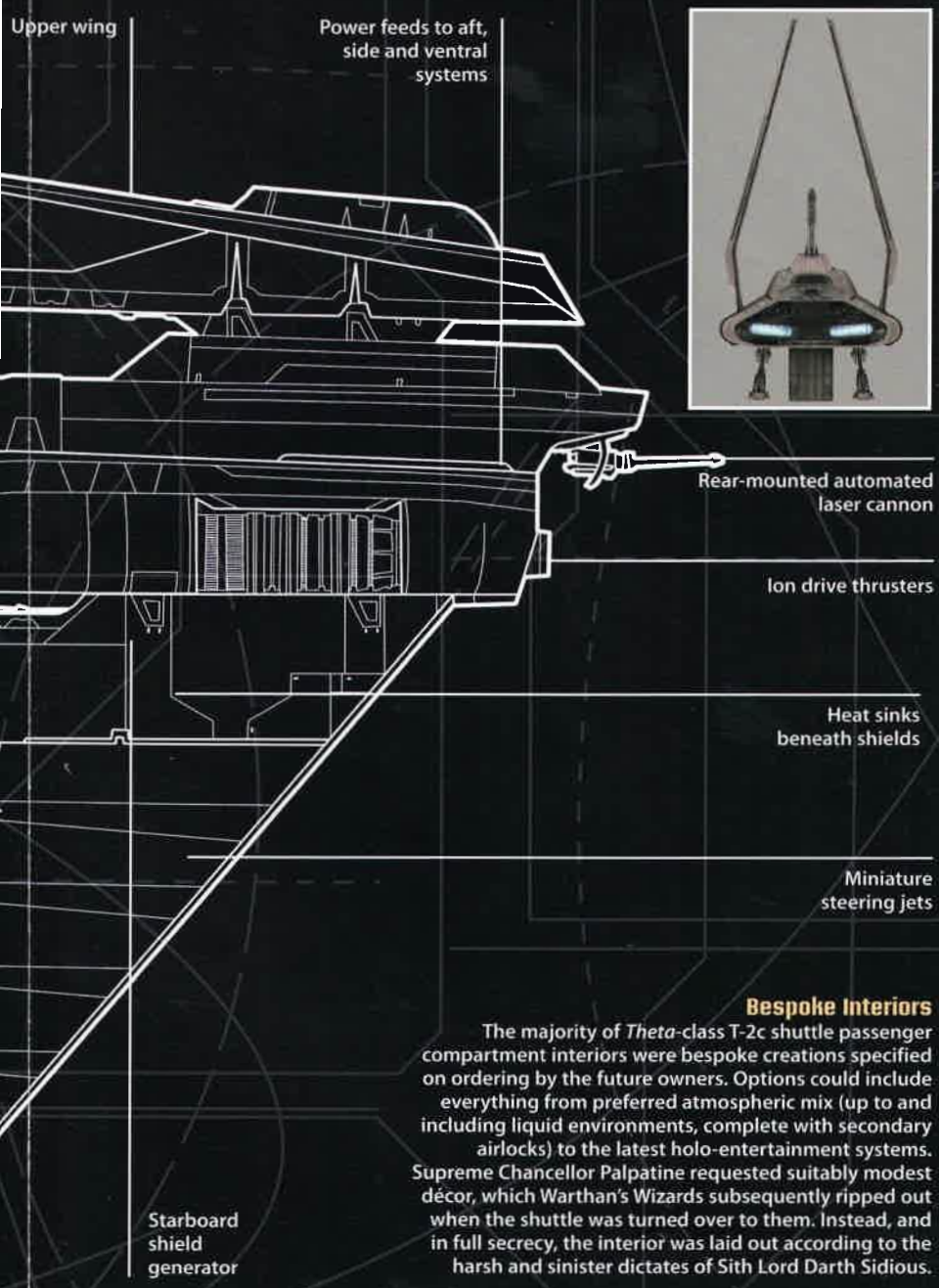
Main reactor

Cockpit

Laser cannon power cells

Side wing

Side wing



Bespoke Interiors

The majority of *Theta*-class T-2c shuttle passenger compartment interiors were bespoke creations specified on ordering by the future owners. Options could include everything from preferred atmospheric mix (up to and including liquid environments, complete with secondary airlocks) to the latest holo-entertainment systems. Supreme Chancellor Palpatine requested suitably modest décor, which Warthan's Wizards subsequently ripped out when the shuttle was turned over to them. Instead, and in full secrecy, the interior was laid out according to the harsh and sinister dictates of Sith Lord Darth Sidious.

THE EMPEROR'S CLONES

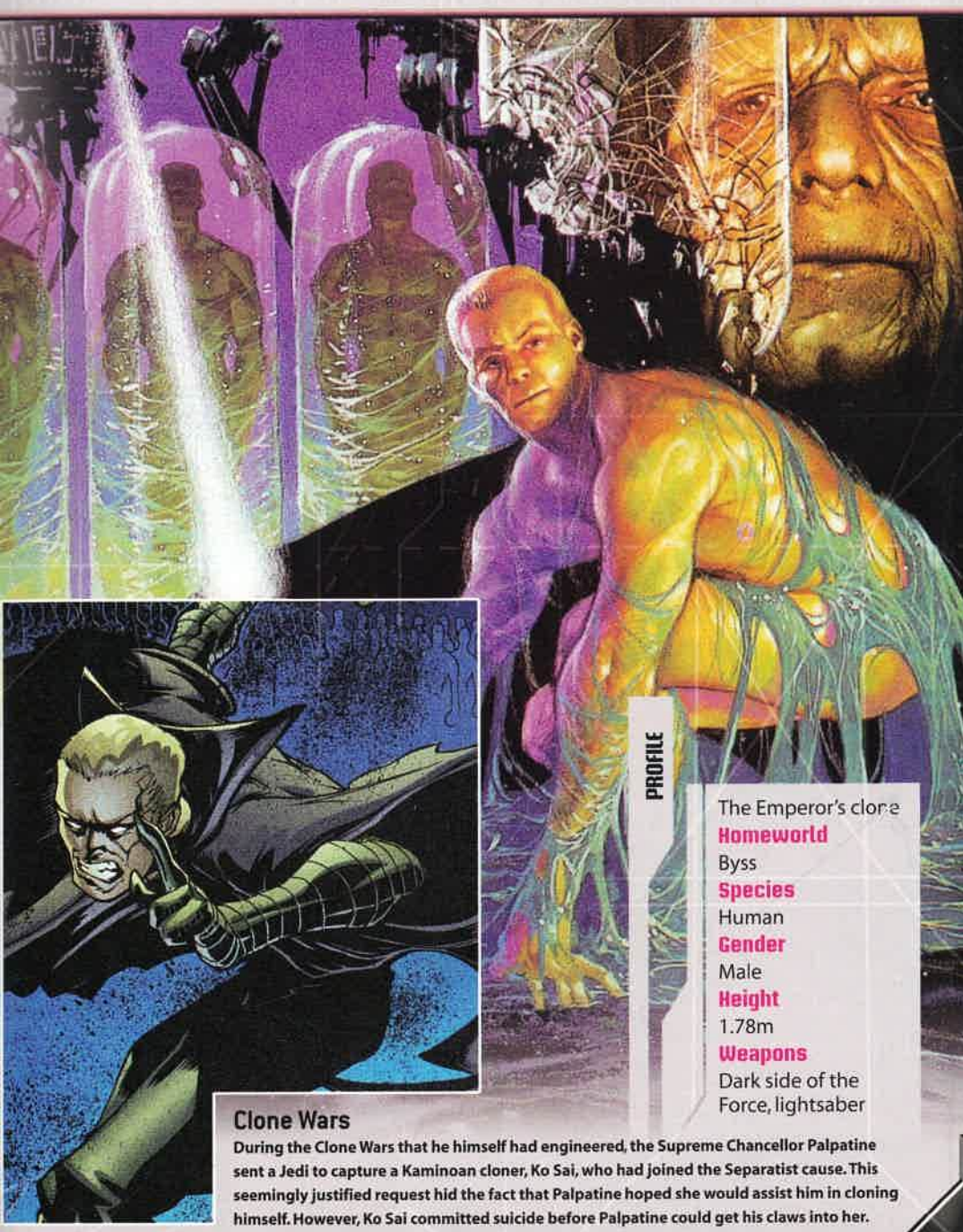
LIFE EVERLASTING?

The Sith had always been concerned with their own mortality. Knowledge of the screaming void that awaited them motivated some, while concern over the survival of the order gave others the push they needed to seek out forbidden knowledge. For Darth Sidious, the motivation was entirely selfish.

When Darth Bane grew concerned that his apprentice was not strong enough to overthrow him and assume the mantle of Sith Lord, he sought the holocron of Darth Andeddu. From it, he learned the secret of essence transfer. Centuries later, Darth Sidious took Bane's research further, fully mastering the technique. As well as using it to torture others, executing them painfully before transferring their essence to a cloned body at the last instant, Sidious used the technique to cheat death many times.

The Planet Byss

The Emperor, Darth Sidious, constructed a fortress retreat for himself on the planet Byss. The population brought there to work on the Emperor's plans unknowingly fed Sidious, keeping him alive. This wasn't enough, so Darth Sidious created clones of himself, keeping them in stasis on Byss. Unfortunately for him, the dark side energies that infused Byss damaged the clones. After he was betrayed and his body destroyed on the second Death Star at Endor, Darth Sidious' spirit travelled to Byss and entered a clone body. It aged rapidly, forcing the Emperor to transfer to another clone. It too began to deteriorate, only this time slightly quicker. The pattern was repeated again and again. Many of the Emperor's clones were destroyed by traitors within the Empire and by Luke Skywalker. Finally, the supply of clones was exhausted. Darth Sidious attempted to transfer his essence into the body of Leia Organa Solo's child, Anakin. Instead, the evil essence was absorbed by a dying Jedi, Empatojayos Brand, who took the Emperor's spirit with him into the Force itself. Darth Sidious was gone forever.



PROFILE

The Emperor's clone

Homeworld
Byss

Species
Human

Gender
Male

Height
1.78m

Weapons
Dark side of the Force, lightsaber

Clone Wars

During the Clone Wars that he himself had engineered, the Supreme Chancellor Palpatine sent a Jedi to capture a Kaminoan cloner, Ko Sai, who had joined the Separatist cause. This seemingly justified request hid the fact that Palpatine hoped she would assist him in cloning himself. However, Ko Sai committed suicide before Palpatine could get his claws into her.

THE SEPARATIST COUNCIL

GAGGLE OF GREED

Though utterly manipulated and used by their Sith overlord, the Separatist Council were seen as the cause of the Clone Wars by those loyal to the Republic. Hunted throughout the conflict, and often ferried unceremoniously from place to place by their Sith 'allies', they finally met their fate on Mustafar, having outlived their usefulness.

In the years before the Clone Wars began at the first Battle of Geonosis, Sith Lord Darth Sidious gradually began to dabble in the affairs of the leading companies and banking groups in the galaxy. Slowly, he uncovered individuals whose situations and greed allowed him a hook to drag them along with. Sidious helped them rise to power before exploiting their vulnerabilities and making them fully beholden to him. Some knew of their Sith Lord, others remained unaware, convinced they had achieved power on their own.

Geonosian Genesis

When Darth Sidious was ready, he called on his apprentice, Count Dooku, to bring these individuals together on Geonosis to formally create the Confederacy of Independent Systems – the CIS. These individuals came together to form the Separatist Council, combining their resources and their armies to combat the Republic and ensure their own avaricious ambitions. Sidious had also ensured that the Republic had an army to match, and he brought the two sides together on Geonosis to begin the Clone Wars.

Count Dooku

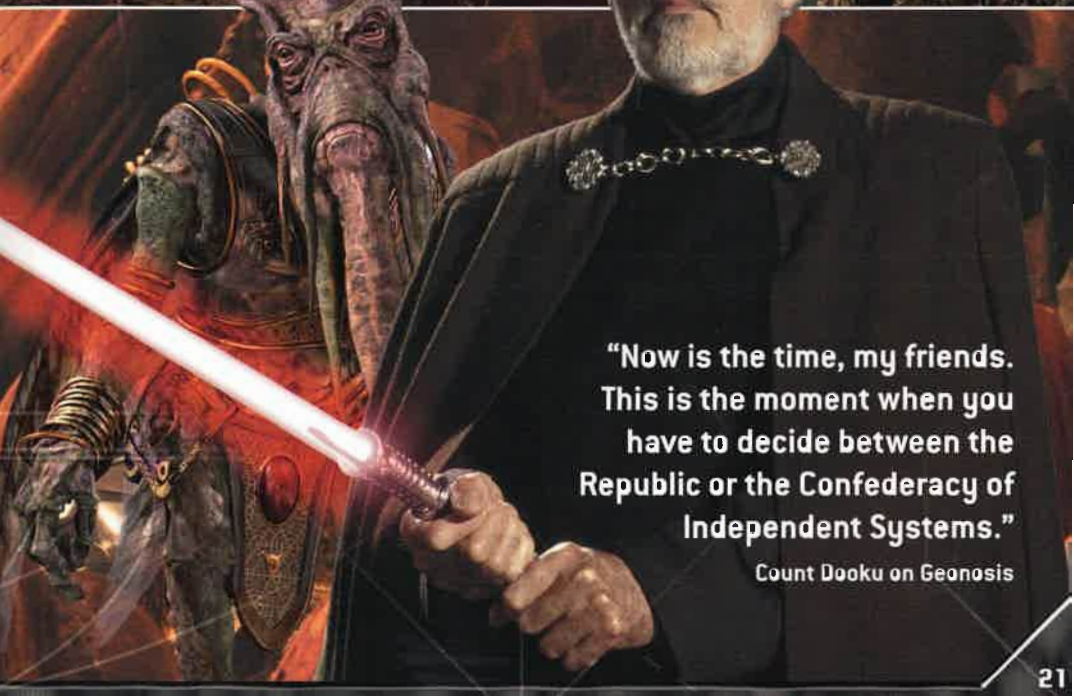
A Jedi Master who left the Order, Dooku was from a powerful and rich family based on the planet Serenno. Recruited by Darth Sidious, he became Darth Tyranus. He used his wealth and connections to bring the Separatist leaders together on Geonosis. Dooku le the Council until his death at the hands of Anakin Skywalker in the closing months of the Clone Wars.

General Grievous

The cyborg general had been an enforc for San Hill's InterGalactic Banking Clan before his body was mostly destroyed b Hill and Dooku's treachery. They blamed the Jedi, and Grievous believed them. Th leader of the CIS armies, he became protector of the Council on Dooku's death. Grievous relayed the order to sen the Council to Mustafar, but was killed soon after by Obi-Wan Kenobi.

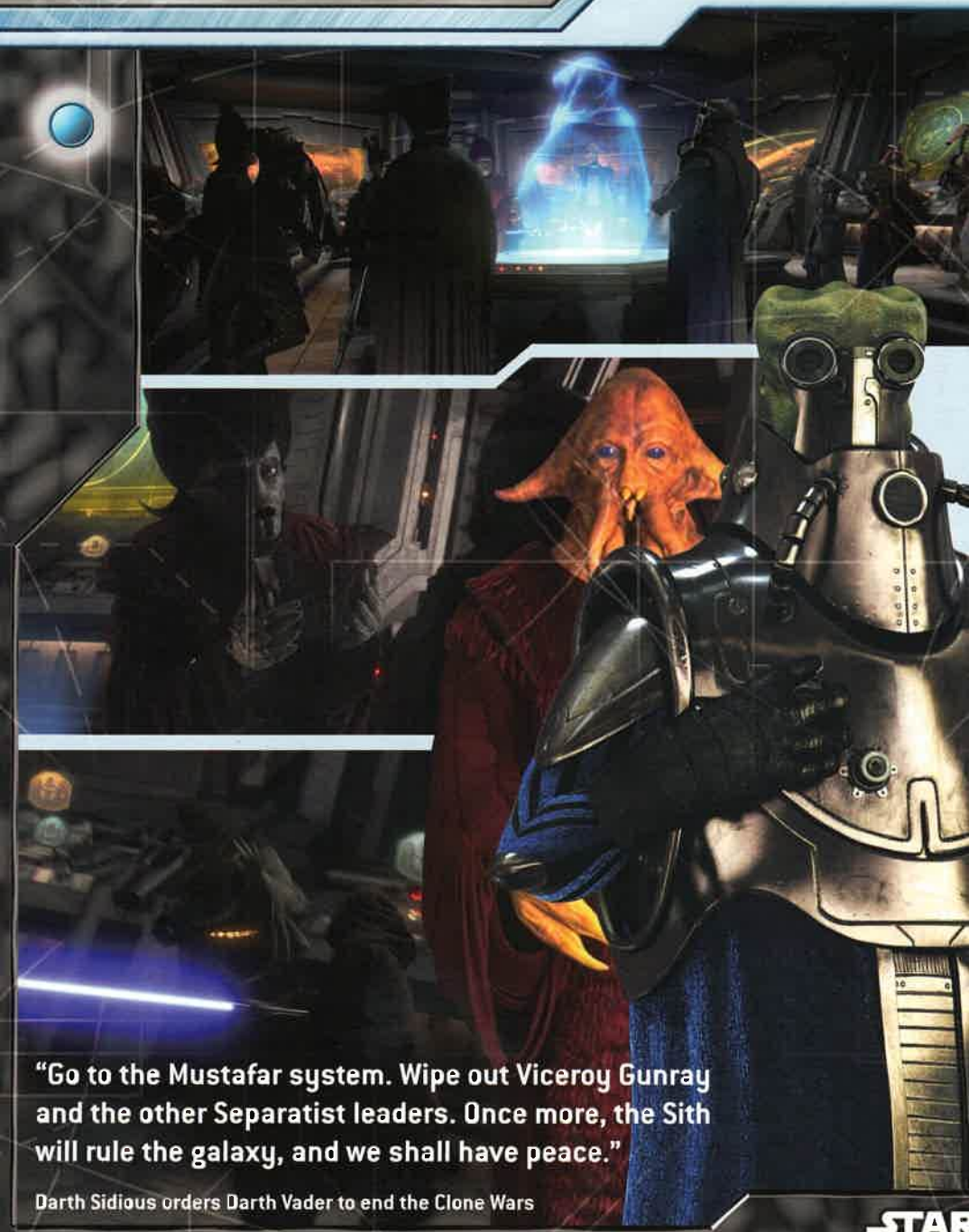
Nute Gunray

Leader of the Trade Federation, Neimoidian Nute Gunray was possibly the most out-and-out greedy of the whole Council, despite being one of the wealthiest inhabitants of the galaxy.



"Now is the time, my friends. This is the moment when you have to decide between the Republic or the Confederacy of Independent Systems."

Count Dooku on Geonosis



"Go to the Mustafar system. Wipe out Viceroy Gunray and the other Separatist leaders. Once more, the Sith will rule the galaxy, and we shall have peace."

Darth Sidious orders Darth Vader to end the Clone Wars

Final Meeting of the CIS

By the end of the Clone Wars, most of the Separatist Council had been captured and either escaped or been freed at least once. Fugitives all, they were sent to Utapau where they heard of the death of Dooku. Grievous was told to send the Council to Mustafar, which he did just as Obi-Wan Kenobi and his clone troops attacked. The Council fled to what they thought was safety. Trapped on Mustafar, they were easy prey for Darth Vader when Darth Sidious ordered the now-useless Council killed.

After his failed invasion of Naboo, he developed an obsession with killing Senator Padmé Amidala. The Trade Federation droid armies made up much of the early CIS military, along with their transports, tanks and so on.

Poggle The Lesser

The leader of the Stalgasin hive on Geonosis, and later the whole planet, Poggle had come to power in a violent uprising funded by Darth Sidious. One of the smartest, most adept members of the Council, he earned the respect of Count Dooku early on. Poggle's droid foundries created the mechanised armies of the CIS, and his technicians built General Grievous' cyborg body.

Wat Tambor

A male Skakoan, Tambor wore a pressure suit that let him operate in atmospheres that would have otherwise killed him. He was head of the Techno Union, which represented many powerful companies and had a representative in the Senate. Wat was very content to join the CIS and pledge the resources of the Techno Union to the cause. He frequently clashed with Passel Argente.

Passel Argente

Magistrate of the Corporate Alliance, this Koorivar male had been a Senator, even staying on in the Senate after the Clone Wars had begun. He eventually left Coruscant and fully threw in his lot with the CIS. He sought to replace Dooku as the leader of the Council, but his plots were foiled. He was also outfoxed by Wat Tambor, who placed a spy droid in Argente's retinue.

Tikkes

Originally a Senator for the planet Dac, Tikkes was a leader of the Quarren Isolation League, which received funding and equipment from Count Dooku and the CIS to start a civil war with the Mon Calamari people. Tikkes, a reluctant supporter of Palpatine's election to Chancellor, hid his involvement with the Separatists until his links to a slavery ring were uncovered. Arrested, he escaped and joined the Separatist Council.

Shu Mai

A female Gossam, Shu Mai was Presidente of the Commerce Guild. She led the guild into using more and more questionable or outright illegal methods to increase business. Brutally efficient in her business dealings, even to the point of exploiting her own people, she saw the CIS as a way to increase her own influence and wealth. Shu Mai helped set up the 'Shadowfeed' – the Separatist propaganda network.

San Hill

Under San Hill's leadership, the InterGalactic Banking Clan were second only to the Trade Federation in the amount of funds they poured into the CIS. The Hailfire droid missile tanks were the IGBC's major contribution to the Separatist droid armies. Hill frequently negotiated financial deals for the CIS during the Clone Wars. Though he was captured at the Battle of Muunilinst, he escaped and joined the rest of the fugitive Council.

THE FORCE UNLEASHED

CONVOLUTED CREATION

Announced in 2006, Star Wars: The Force Unleashed was launched in 2008. Similar to the ground-breaking *Shadows of the Empire* from back in 1996, The Force Unleashed was a multimedia mega-production that included video games, novelisations, comic adaptations, toys and much more.

The story of The Force Unleashed was set during the Great Jedi Purge and had as its main character Darth Vader's secret apprentice, codenamed Starkiller. Initially loyal to his master, Starkiller eventually rose to become a Jedi hero, embracing the light side of the Force. Starkiller died at the end of the first game, though his sacrifice brought together the founders of the Rebel Alliance. The Force Unleashed II saw Starkiller cloned by Darth Vader. The clone is too perfect, however, and once again Vader loses Starkiller to the Rebellion. At the end, the Starkiller clone subdues even Vader himself before turning the Dark Lord over to the Rebellion.

Beginnings

The whole project began as a pitching opportunity for LucasArts, who developed many concepts before boiling them down to the final 20 or so ideas. Project Leader W. Haden Blackman recollected the next phase of the project in an article written for the website starwarscom: "These 20 to 25 concepts included a bounty hunter game that focused on weapons customization, a 'superhero' type game where you played a Rebel Wookiee warrior, a Darth Maul game, a smuggler game, a game set 500 years into the future of *Star Wars* where you were 'the last Skywalker.' To be honest, we weren't planning on making the 'next chapter of the *Star Wars* saga.' That was a surprise awaiting us when we pitched the winning game concept to George Lucas in April of 2005.

"Lucas said we could set the story between Episodes III and IV, an area in the *Star Wars* timeline closely guarded for future projects. He encouraged us to develop the Darth

Taking It Seriously

"We're not saying it lightly when we describe The Force Unleashed as the next chapter in the *Star Wars* saga – we know how much weight that carries to *Star Wars* fans. Many aspects of this game have been amped up to movie-scale, including the lead-up to its release."
Project Leader W. Haden Blackman

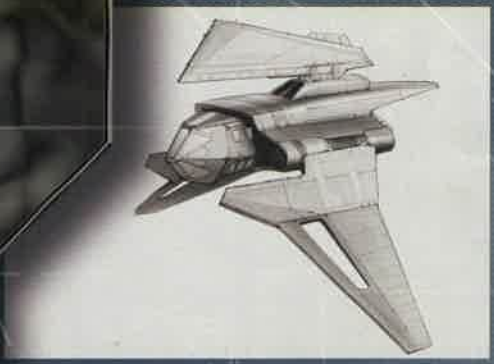
Vader's secret apprentice angle. Looking back at our one-sheet results, we saw that 'unleashing the full power of the Force' was a particularly popular bullet point, one that Lucas too latched onto.

"We took this feedback and crafted a few more one-sheets for testing. Far and away, the story of the secret apprentice rose to the surface. With these directives, we had the pre-viz video created to better visually explain the concept of over-the-top Force powers and made a more well-rounded pitch to Lucas. He had parts of the story that he really liked, and other parts, well, not so much. His fascinating feedback sculpted the story. He really encouraged us to create new characters."

THETA-CLASS T-2C SHUTTLE

A COMPLEX DEVELOPMENT

CREATING THE EMPEROR'S SHUTTLE



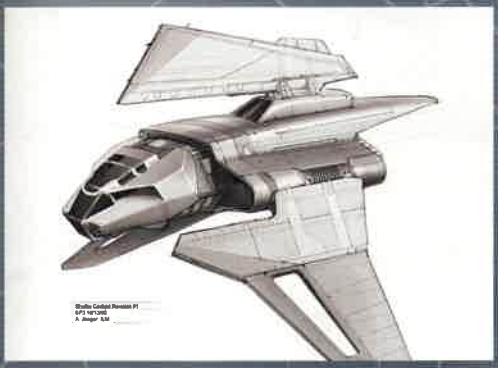
1 From the outset, the Emperor's shuttle for Episode III would possess a tri-wing design similar to that of the Original Trilogy's Imperial shuttle.

2 As can be seen in the above production painting, the early designs had a large, boxy cockpit with big, bright windows.

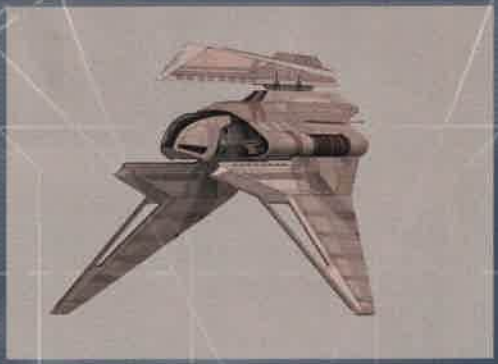
5 The above view of the underside of the shuttle clearly shows the long, narrow landing gear.

6 The *Theta*-class T-2c shuttle in its landing configuration.

The challenge in creating the Emperor's shuttle for *Revenge of the Sith* was a complex one. As the shuttle was used by Palpatine when he was still Supreme Chancellor, it couldn't be a design that gave an overtly evil impression. At the same time, the shuttle had to be a precursor to the Imperial *Lambda*-class shuttles seen in the Original Trilogy.



3 This later design gives the shuttle a sleeker cockpit, but still a very much larger one than the final design.



4 The final digital model shows that the cockpit was the only section of the shuttle that went through quite so many redesigns.

7 Palpatine's shuttle, a fully CGI model, flies through the choking fumes of the Mustafar atmosphere.

8 Only the landing ramp was built for filming the brief sequence at the Coruscant medical facility.

1 The *Sentinel*-class landing craft appeared in the Special Edition of Episode IV. Where did fans first see the ship?

2 Emperor Palpatine's *Theta*-class T-2c shuttle was often accompanied by which type of starfighter?

3 Did Starkiller find former Jedi Master Rahm Kota on Bespin or Nar Shaddaa?

ANSWERS:

1. The Imperial landing craft first appeared in the Shadows of the Empire N64 videogame.

2. V-wing starfighters, complete with hyperdrives and advanced shields, flew escort when Palpatine was Supreme Chancellor and Emperor.

3. In the X-Box 360 and PS3 versions of The Force Unleashed, Starkiller finds Kota on Bespin. In the Wii version, he is on Nar Shaddaa. The official history has Starkiller looking for the blinded General first on the Smuggler's Moon and then successfully on Bespin.

CAAMAS – CHRISTOPHSIS

Caamas
Region: Core Worlds
System: Cirius

Caamas had a long history of pacifism. A founding member of the Galactic Republic, it remained loyal during the Clone Wars. However, the Emperor despised the Caamasi, who had close historical ties to the Jedi. He had the planet bombarded, all but wiping it clean of life.

Carida
Region: Colonies
System: Carida

A jungle planet that once was the homeworld of a reptilian species who almost wiped themselves out in a civil war thousands of years before the Clone Wars. The cause was a sentient but inanimate alien object that caused paranoia and homicidal rage.

Cato Neimoidia
Region: Colonies
System: Neimoidia

This was the first world colonised by the Neimoidian people. It became home to only the richest of the Neimoidians, who disliked conditions on their homeworld. Sold by the Neimoidians to the InterGalactic Banking Clan, it became an Imperial Protectorate after the Clone Wars.

Cerea
Region: Mid Rim
System: Cerean

Home of Jedi Master Ki-Adi-Mundi, Cerea was often seen as a backward world by those who greedily eyed its natural resources. The Cereans, ruled by a Council of Elders, lived in harmony with their environment, and refused to allow polluting industry to take hold.

Chandrila
Region: Core Worlds
System: Chandrila

This peaceful, agricultural world was home to Mon Mothma, one of the founders of the Rebel Alliance. It people refused to bow to Palpatine's New Order, leading to a heavy Imperial presence during the Emperor's rule, and the frequent harassment of the native population.

Christophsis
Region: Outer Rim Territories
System: Christoph

A world covered in blue-green crystals, from which the planet's cities were made, a profusion of asteroids led to Christophsis becoming a mining centre. After it was fought over by the Republic and Separatists, and exploited by the Empire, the Christophsians chose isolation.

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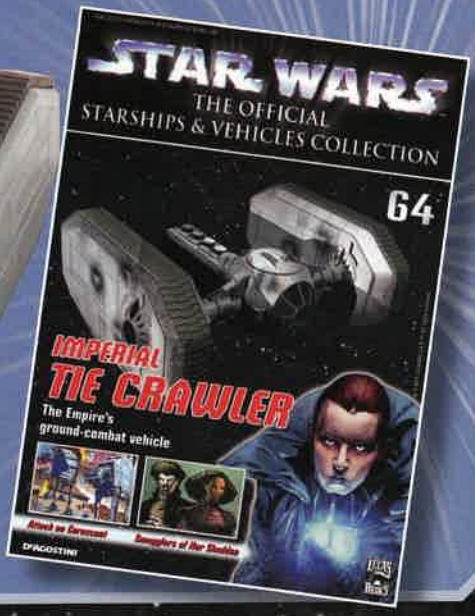

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